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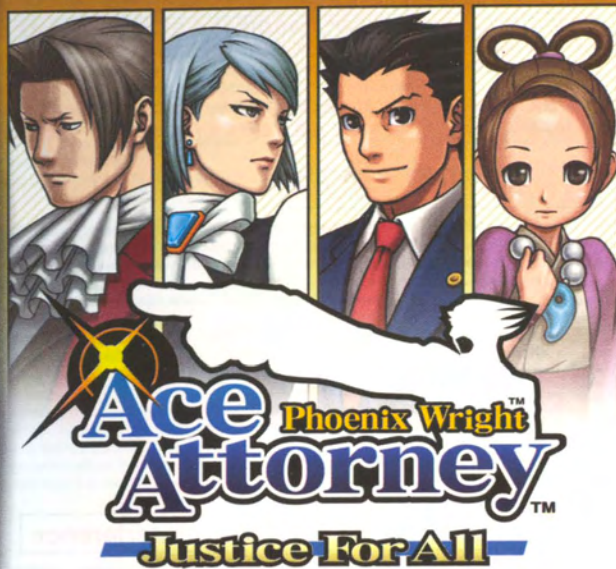
EmuMovies

CAPCOM®

475 Oakmead Parkway
Sunnyvale, CA 94085

PRINTED IN USA

NINTENDO DS™



INSTRUCTION BOOKLET

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THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.

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REV-E

TEEN



Blood

Mild Violence

Suggestive Themes

ESRB CONTENT RATING

www.esrb.org

Nintendo

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SPEECH RECOGNITION ENGINE FROM MATSUSHITA ELECTRIC INDUSTRIAL CO. LTD.



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A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting PHOENIX WRIGHT™: ACE ATTORNEY™ - JUSTICE FOR ALL
for your Nintendo DS™ system. CAPCOM® is proud to bring you
this new addition to your video game library.



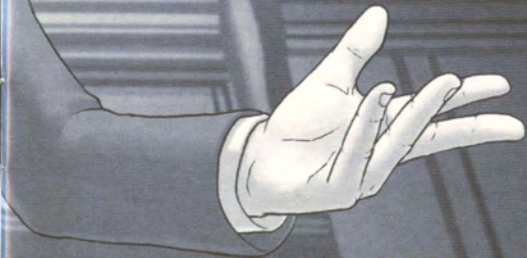
ORDER IN THE COURT!

I'm Phoenix Wright, a semi-famous defense attorney.

My clients are always the most desperate of the desperate. But I believe in them. I believe in their innocence 100%!

The courtroom is a fierce battleground. The tables are turned time and time again. But there is one thing I am sure of:

The truth always reveals itself in the end!



All characters, laws, and legal matters in this game are works of fiction.



CHARACTERS

PHOENIX WRIGHT

A defense attorney who fights with an unflinching sense of justice. Every time he's been in a pinch, he's managed to turn the tables and pull out ahead.



MAYA FEY

Through a strange series of coincidences, Maya ended up as Phoenix's assistant. She is a spirit medium, now in training to take on the full responsibilities she will be expected to bear.



FRANZISKA VON KARMA

Franziska is the daughter of prosecuting genius, Manfred von Karma. Born and raised in Germany, she began her prosecuting career at age 13, and is very proud of her perfect win record.



PEARL FEY

A daughter of the Fey Branch family, Pearl possesses great spiritual power. Pearl is Maya's cousin and looks up to her as an older sister.





GETTING STARTED

1. With the Nintendo DS™ turned **OFF**, insert the **PHOENIX WRIGHT™: ACE ATTORNEY™ – JUSTICE FOR ALL** Game Card securely into the slot.
2. Turn the system **ON**.
3. When you see the DS Menu, touch **PHOENIX WRIGHT: ACE ATTORNEY – JUSTICE FOR ALL** to load the game.
4. Begin play from the Title screen and Main Menu (turn to page 10).

❑ If your Nintendo DS is set to **Auto-load**, you don't need to go through these steps. (See your Nintendo DS manual for information about **Auto-load**.)

❑ In this manual, screenshots from the Top Screen are bordered in blue, and screenshots from the bottom Touch Screen are bordered in yellow.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR ROOM, GO ONLINE AT www.nintendo.com/healthsafety/

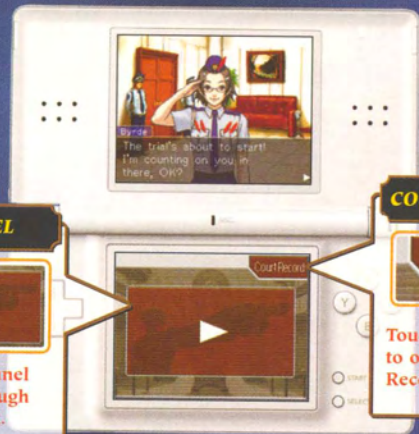
Touch the Touch Screen to continue.



CONTROLS

USING THE TOUCH SCREEN

You can play this game completely by using the Touch Screen. Touch the panel on the bottom screen to proceed.



▶ PANEL

Touch this panel to scroll through dialog or text.

COURT RECORD

Court Record

Touch this panel to open the Court Record (see page 14).

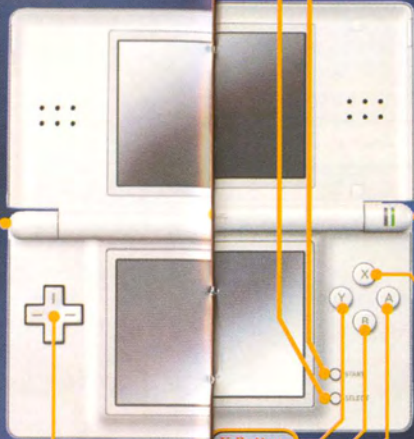
USING THE CONTROLLER BUTTONS

You can also play this game by using the controller buttons.

IN THE COURTROOM

+Control Pad	Highlight options. Move forward or back through testimonies during questioning.
Y Button	Toggle microphone input.
X Button	Select evidence to present.
A Button	Confirm. Move forward through dialog.
B Button	Cancel. Move back one item.
L Button	Press witness during questioning.
R Button	Present evidence during questioning. Open or cycle through the Court Record.
START	Open the Save screen.

L Button




+Control Pad

SELECT

START

R Button

DETECTIVE WORK

+Control Pad	Highlight options.
Y Button	Toggle microphone input.
X Button	Select evidence to present.
A Button	Confirm. Move forward through dialog.
B Button	Cancel. Move back one item.
L Button	Switch screens when the  panel appears.
R Button	Open or cycle through the Court Record.
START	Open the Save screen.

Y Button

B Button

A Button

X Button



GETTING INTO THE GAME

MAIN MENU

At the Title Screen, the Main Menu appears on the lower screen. Use the Touch Screen to make your selection and begin play.



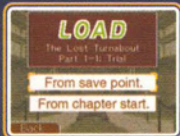
NEW GAME

Start a new game or replay episodes you've played before, starting from the beginning. (Only one episode is available when you start a new game.)



CONTINUE

Restart from your last save point or from the beginning of the chapter you last quit from.



GAME FLOW

This game contains four independent episodes. Each episode is divided into chapters, with courtroom sessions and detective work.

When you solve one case...

You unlock a new case to play.

When you play through episodes you already completed, you can fast-forward through the dialog by touching the ► panel or pressing the B Button. (You may not be able to fast-forward through certain sections.)





DETECTIVE WORK

The day before the trial, you must investigate the case to gather the evidence you'll need to win the trial. Once you gather enough evidence, you can move on to the next chapter in the episode.

MAIN SCREEN

On the Main Screen, touch the panel to enter the sub-screen for the command you want. From the sub-screen, select **BACK** to return to the Main Screen.



EXAMINE

Use the +Control Pad or touch the lower screen to move the cursor around and check various things on screen. When you move the cursor over an item that can be checked, the **EXAMINE** panel appears.



MOVE

Touch a location to move to it. As the story unfolds, you will be able to move to more places.



TALK

Choose a topic to discuss. Listen to what a witness has to say. Topics you have already selected are marked with a checkmark. If there are no witnesses around to talk to, this option won't appear.



PRESENT

Present evidence and profiles you've collected to get information from a witness. If there are no witnesses around, this option won't appear.



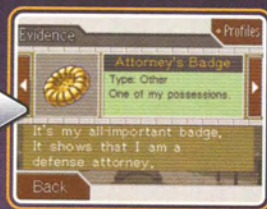
COURT RECORD

Use the Court Record to view the pieces of evidence you've collected. Touch the **PROFILES** panel to view data on persons related to the case. Select **BACK** to close the Court Record.

EVIDENCE LIST

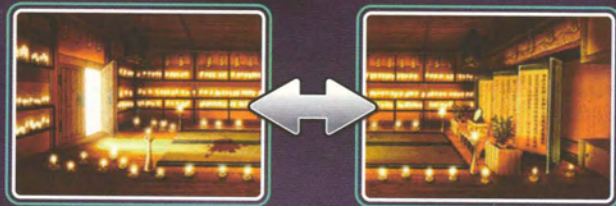



EVIDENCE DETAILS

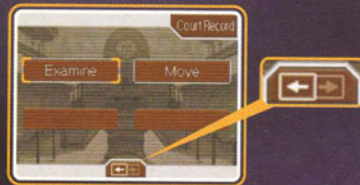


Touch the piece of evidence from the **EVIDENCE LIST** to view **DETAILS** on the item.

TOGGLE SCREENS



When you see the  panel, touch it (or press the **L Button**) to toggle back and forth between screens.



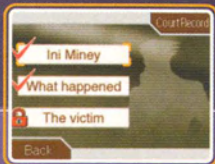
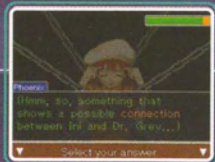
PSYCHE-LOCKS



Witnesses hold secrets within their hearts. But through the power of the "Magatama" that you will obtain, you can "see" those secrets. These are known as **Psyche-Locks**. In order to resolve your case, you must break these Locks.

LOCK SYMBOL

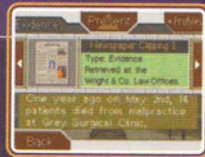
If you hit upon a topic a witness really doesn't want to discuss, one or more Psyche-Locks will appear. A lock symbol will appear on a topic that is under Psyche-Lock.



MAGATAMA

Present the "Magatama" to the witness to start unlocking the Psyche-Locks. Evidence and profile data will be your weapons in this battle.

- ☐ Present correct pieces of evidence and/or profiles to break the Locks.
- ☐ Break all the Locks and new information is yours.



CAVEAT 1

- ▶ Remember how many Locks appear — they tell you how deeply buried this secret is.

CAVEAT 2

- ▶ Be careful when unlocking secrets. Mis-steps will work against you.

CAVEAT 3

- ▶ Know when to back off. If you don't have the necessary proof, you'll need the courage to stop.





COURTROOM

In the courtroom, your job is to prove the defendant innocent and win the case. You'll have to present evidence to the prosecutor and judge, question witnesses, and reveal the lies and inconsistencies.

QUESTIONING

You will find that many witnesses lie during their testimony. Questioning is your chance to press them and call them on their lies. You can use two commands to get closer to the truth.

PRESS



Touch the **PRESS** panel to question a part of the witness's testimony. Sometimes the testimony may even change if you intimidate the person, so keep at it until you get to the bottom of things.

Touch this panel to advance or move back through testimony.



Press

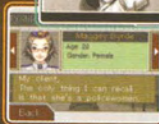
Present

LOOK FOR INCONSISTENCIES

When you see an inconsistency between the testimony and the Court Record, that's your chance to strike back. Present your evidence to the witness and expose that person's lie!



Present evidence and turn the tide of battle in your favor!



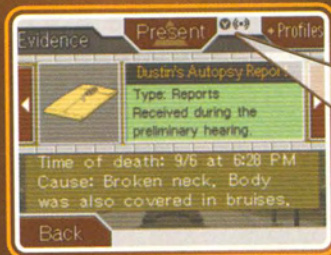
PRESENT



If you discover an inconsistency in a witness's testimony, touch the **PRESENT** panel to open the Court Record and then select a piece of evidence or profile to press the witness with.

YELL "OBJECTION!"

You can use your own voice to yell into the microphone while pressing the witness.



When you see the microphone icon on screen, you are free to yell into the mic. Hold the **Y Button** to turn on microphone recognition and yell "Objection!"



GAME OVER



Your life bar (the Judge's patience) appears in the upper right corner of the screen. Make a mistake and you will lose some life. If your life drops to zero, it's a guilty verdict for your client and a game over for you.



LOSING LIFE

- ❑ You lose your life if you present a witness with the wrong piece of evidence or profile, or...
- ❑ If you present a wrong piece of evidence or profile during a Psyche-Lock. (You cannot get a Game Over during a Psyche-Lock.)



- ❑ You regain 50% of your total life when you successfully unlock a Psyche-Lock.
- ❑ Your life bar is completely restored when you complete an entire episode.





SAVING YOUR GAME

SAVE SCREEN

Press **START** to display the Save screen and save your progress. The next time you start the game you can continue from this point.

- You can save your progress and quit the game at any time.



RESET DATA

If you prove your client's innocence in court, you'll complete that episode. Completing an episode unlocks a new episode on the Main Menu.

- Hold down the **B** and **R** Buttons at the same time when starting up the game to reset all save data. Be careful: Save data will be erased and cannot be restored.



LAW LIBRARY

The trial system in this game applies only to **PHOENIX WRIGHT™: ACE ATTORNEY™** – **JUSTICE FOR ALL**, and does not reflect events in real-world courts.



JUDGE

Controls courtroom and makes final judgment based on cases presented by both defense attorney and prosecutor.

DEFENSE ATTORNEY

Argues against evidence and testimony presented by the prosecution, to prove the defendant's innocence.

PROSECUTOR

Submits evidence and calls witnesses to testify in order to prove the defendant's guilt.

DEFENDANT

Person on trial. Judge rules whether the defendant is guilty or not guilty.



DETECTION TACTICS

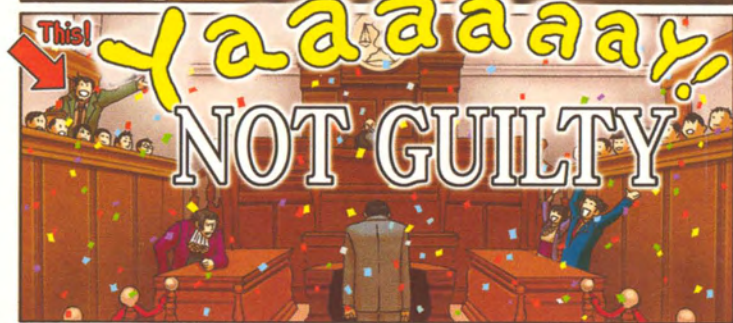
- ☒ Try exploring different areas.
- ☒ Examine different objects.
- ☒ Listen to what people tell you and try out different responses.
- ☒ Press witnesses with different pieces of evidence and profiles.

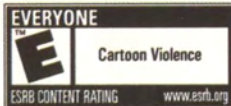


COURTROOM STRATEGIES

- ☒ Try intimidating the witness into breaking down.
- ☒ Refer to the Court Record as you question the witnesses.
- ☒ Try responses even if you think they won't work.
- ☒ Ask a friend if you get stuck.







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NOTES

NOTES

CREDITS

Marketing

Charles Bellfield, Jack Symon,
Laili Bosma, Frank Filice,
Robert Johnson, Alben Pedrosa,
Rey Jimenez, Robert Hamiter,
Ryuhei Tanabe, Tony Leung

Creative Services

Michi Morita, Corey Tran,
Jacqueline Truong, Christine Watson,
Jonet Hsu, Jean Pierre Hellams

Manual Translation

English Native Check

Brandon Gay, Eric Bailey,
David Crislip

Public Relations

Community

Customer Service

Manual Layout & Editing

Aime Cuel-Pedrosa, Alicia Kim,
Philip Novidad, Christopher Tou,
Kevin Sugimoto, Long Nguyen,
Hanshaw Ink & Image

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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